

Double Digger help.

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Program description:

This game combines the classical character of old good Digger with modern beautiful graphics, animation and effects. There's a plenty of thrilling innovations to maximize your amusement:

- variety of skins; in-game ability to change playing speed;
- save/load ability on any level;
- autosave ability of the current level;
- a special difficulty level for kids;
- crowds of monsters and tons of diamonds for hardcore players.

Besides, Double Digger features the classical campaign and several advanced ones featuring undiggable stone cells, new bonuses, unique new gameplay and various strategies of passing levels.

New skins and campaigns are downloadable from the developer's site.

Game objects:

Monsters:

- **"Weak Nobbins"** - poses no threat for Digger. It passes away when it bumps into Digger.
- **"Nobbins"** - collision with a common monster is a real menace for Digger, causing his temporal "death" and a loss of one life. This monster can move only along the corridors dig up by Digger. From time to time a common monster can turn into a short-lived "Hobbins".

- **"Hobbins"** - chases Digger by passing through any possible obstacle and gobbling up everything on its way. On collision with such a monster Digger temporarily dies and loses one life...

Bonuses:

- **"Cherry"** - After eating this bonus Digger can eat monsters. Works for a limited period of time.
- **"Life"** - Gives you an extra life.
- **"Slow"** - Slows down the monsters. Çàìääëÿàò ïíñòðîîâ. Works for a limited period of time.
- **"Bomb"** - A bomb. It is activated when passed by a monster or Digger. The wick begins to burn and after a while it explodes destroying everything. Its range is 5x5 cells. The monsters touched die forever.
- **"777"** - just a lot of points (1000).
- **"OOPS!"** - a lot of points (1000) with a negative bonus (Slow Digger). Digger slows down for a while (at the "For Kids" difficulty level Digger's speed remains almost the same).

Control keys:

You can adjust controls by choosing **Options** for Players 1 and 2.

The default key settings are:

- **for Player 1** - **Arrows** are used to direct Digger's movement and **Space** fires a shot from the grenade-gun.
- **for Player 2** - the **w, a, s, d** keys are used for direct Digger's movement and **F1** key fires a shot from the grenade-gun.

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